

**IN THE SPECIFICATION:**

On page 1, please replace the third paragraph starting at line 24 with the following rewritten paragraph:

AI In prior art systems, the color and alpha blending values at each [vertice] vertex of the video graphics primitive are calculated and then interpolated across the primitive in order to determine the specific color and alpha values for each pixel included in the primitive. Determination of the color values at the vertices of the primitive could include calculating lighting effects based on one or more lighting sources that may affect the color at the vertices. An equation commonly used for determination of vertex color values such that lighting effects are included is: